

# HERO QUEST



The Slave City



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It is up to the Heroes to save the city from Zargon's enslavement.

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In response to requests from many players, here is a series of new Quests for HeroQuest. The adventure consists of 5 Quests, each divided into three parts: the Quest Map that shows the locations on the board where to place the furniture, monsters and traps; the Parchment Text, containing the story of the challenge that should be read to the players by Zargon; and the Quest Notes that explains what happens in certain rooms and special events. A Quest is successfully completed when the Heroes have reached the goal proposed by Zargon, and have all returned to the starting point – which will be the stairway in all these Quests.

The adventure begins here, Zargon. You are an evil wizard so try your best to interpret his role, as this will make the game more interesting. Read the following to the players:

*You are in the city tavern, telling stories of how you once again were able to disrupt the plans of the fearsome wizard Zargon. Suddenly, a voice that seems to come out of nowhere speaks to you:*

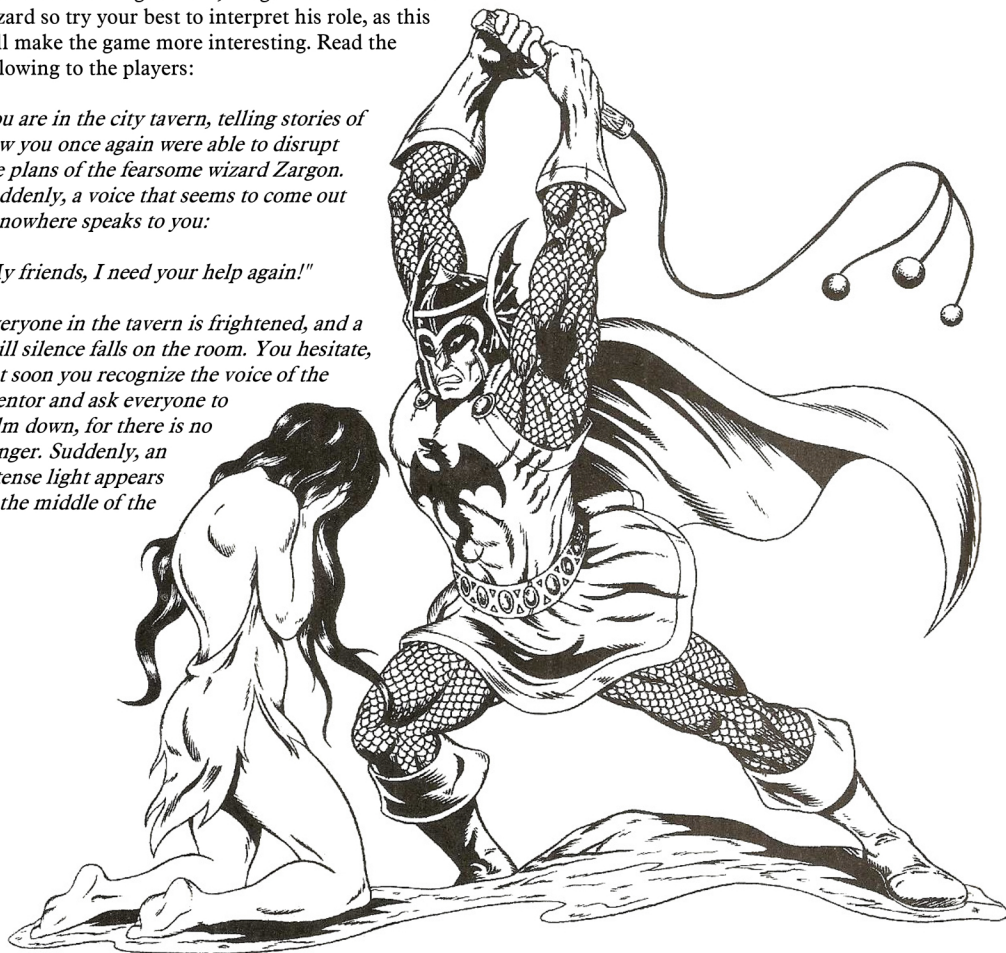
*"My friends, I need your help again!"*

*Everyone in the tavern is frightened, and a chill silence falls on the room. You hesitate, but soon you recognize the voice of the Mentor and ask everyone to calm down, for there is no danger. Suddenly, an intense light appears in the middle of the*

*tavern and begins to take the form of a portal. The voice speaks again:*

*"Zargon is acting once again. He enslaved the residents of a small town located north of our empire. Everyone is forced to work in a mine, extracting the rare ore needed to forge the magic metal called Maktrom, which will be forged into thousands of weapons to equip Zargon's armies. To prevent the slaves from revolting, Zargon magically raised a fortress by the side of the mine. We cannot waste any more time. Go through the magic portal, free the townspeople from Zargon's captivity and prevent the makings of these weapons before it's too late.*

*"Without delay, you enter the magical portal and are transported into the fortress."*





# HERO QUEST™

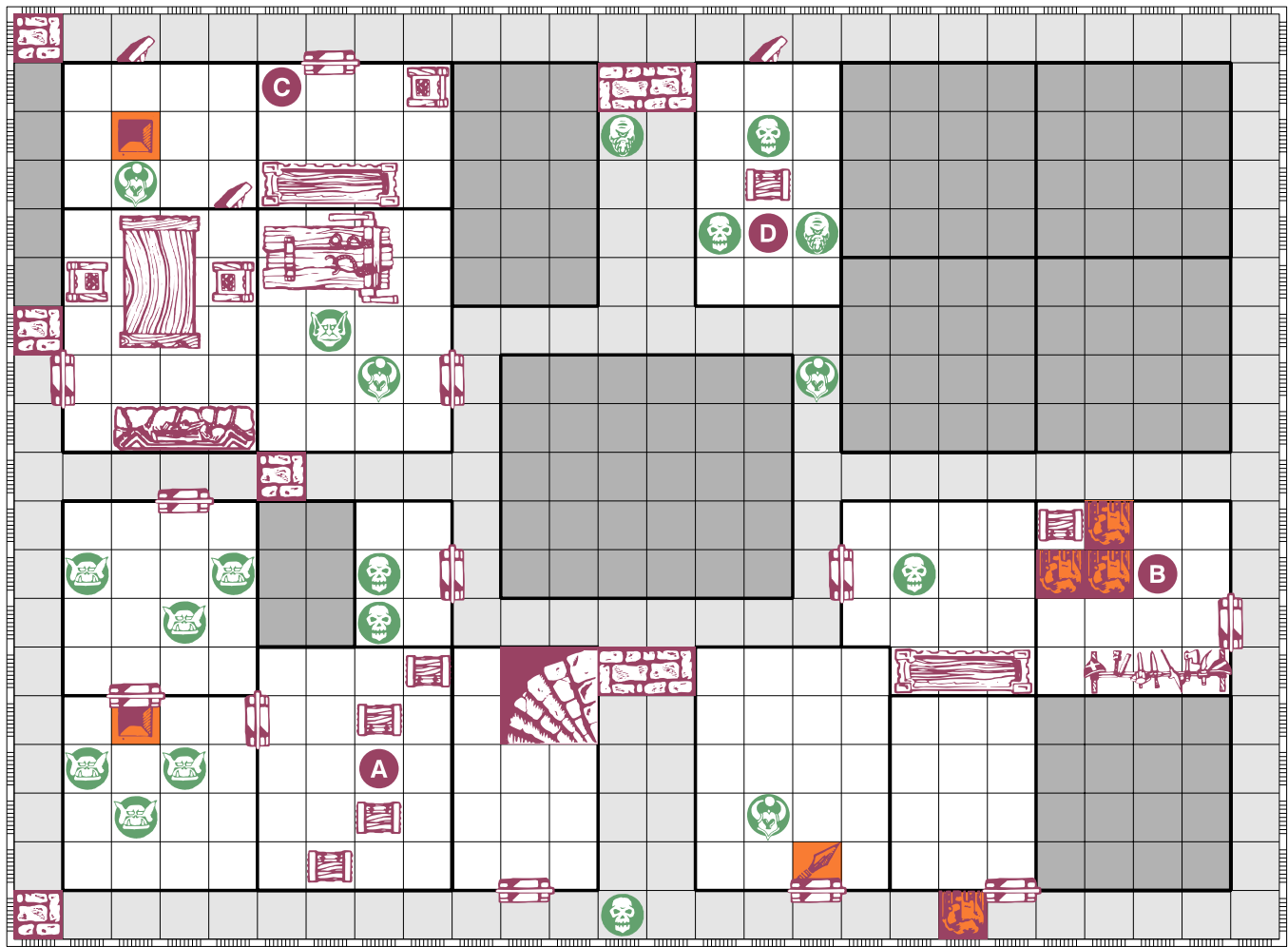
The Slave City

Q U E S T



B O O K





## Quest 1

# The Search for Ingredients

"You must find and destroy the chests that contain the magical ingredients that are to be mixed with the Maktrom ore. This is

the first step to prevent Zargon from arming his armies."

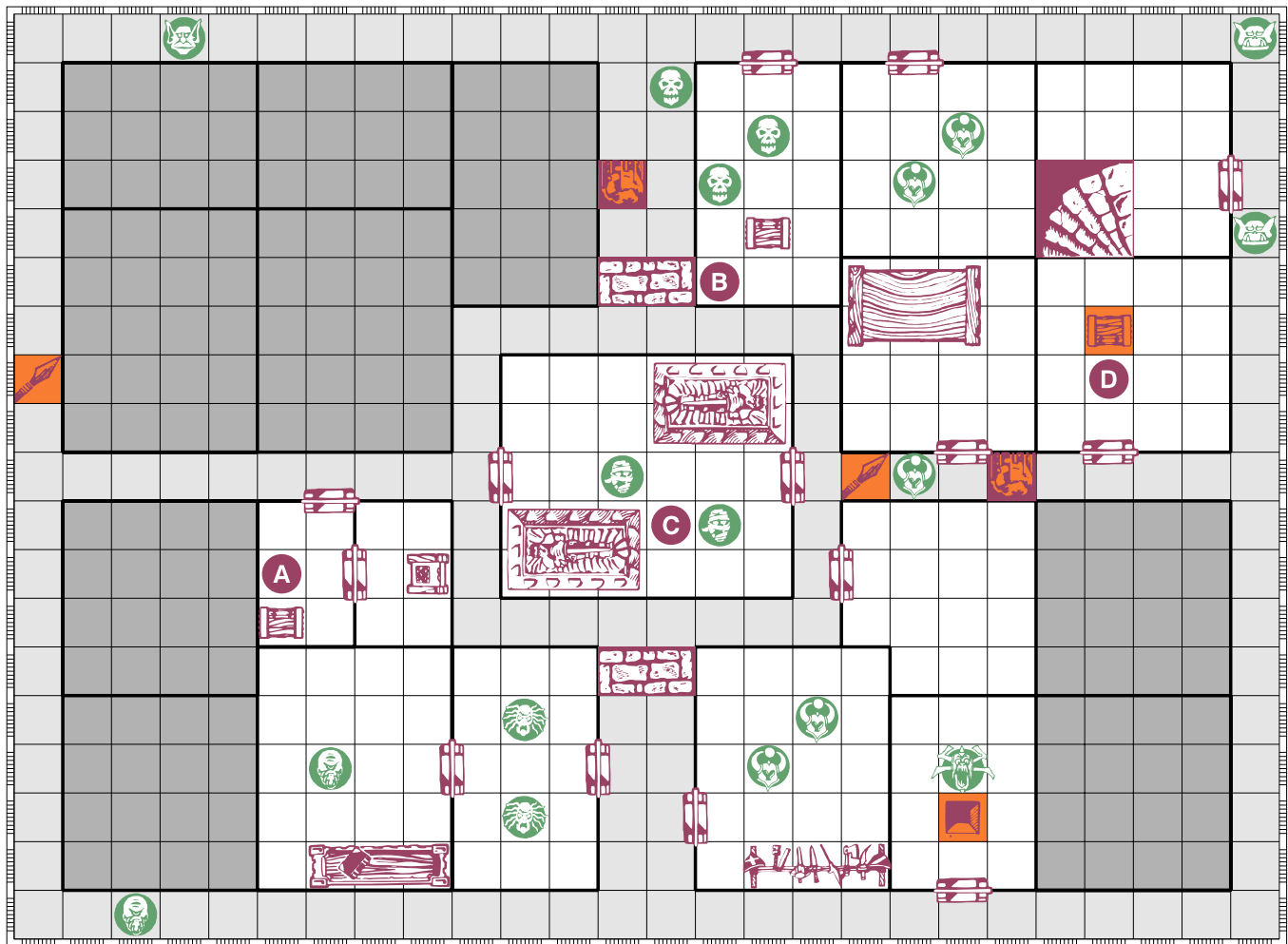
### NOTES:

- A** In this room there are four hidden chests, containing the magical components necessary to create the special metal. A search for treasures will reveal the chests to the Heroes.
- B** This room contains a weapons rack with only common weapons, except for a magical sword that gives a Hero +1 to his attack. The chest that is in one of the corners of the room contains 100 gold coins.
- C** The cupboard is completely empty. If the room is searched for treasures, a Potion of Healing will be found under the cupboard that restores 3 Body Points when consumed.
- D** This chest contains a jewel worth 600 gold coins.



Wandering Monster in this Quest: Goblin





## Quest 2

# The Golden Key

"This time you must find the golden key. It is used to open the door to the evil wizard Grinlam's laboratory, who is one of Zargon's followers, and responsible for making Maktron's

weapons. In possession of the key, you will be able to destroy the wizard's laboratory."

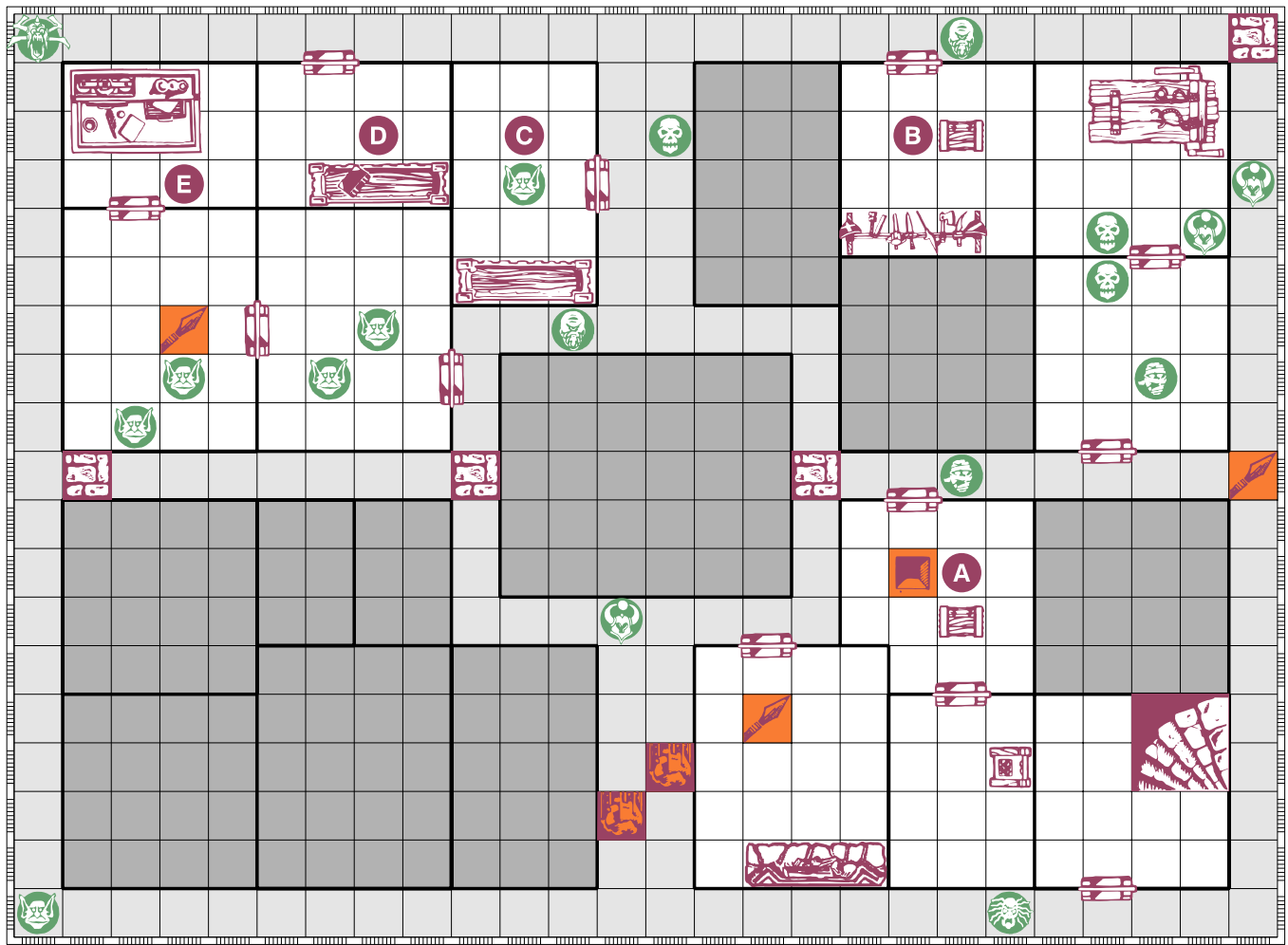
### NOTES:

- A** This small room contains a chest with 300 gold coins.
- B** In this chest there is a Potion of Healing that restores 3 Body Points when consumed and a Potion of Invisibility.
- C** The golden key for the magician's laboratory is hidden in one of these tombs.
- D** The Hero who tries to open this chest will be attacked from behind by surprise by a wandering monster. The chest is empty.



Wandering Monster in this Quest: Orc





## Quest 3

# The Secret Formula

"We have already destroyed the magic ingredients for the metal, and we have in our possession the key that opens the

door to Grinlam's laboratory. We must now find the formula that is used to create the metal and destroy it."

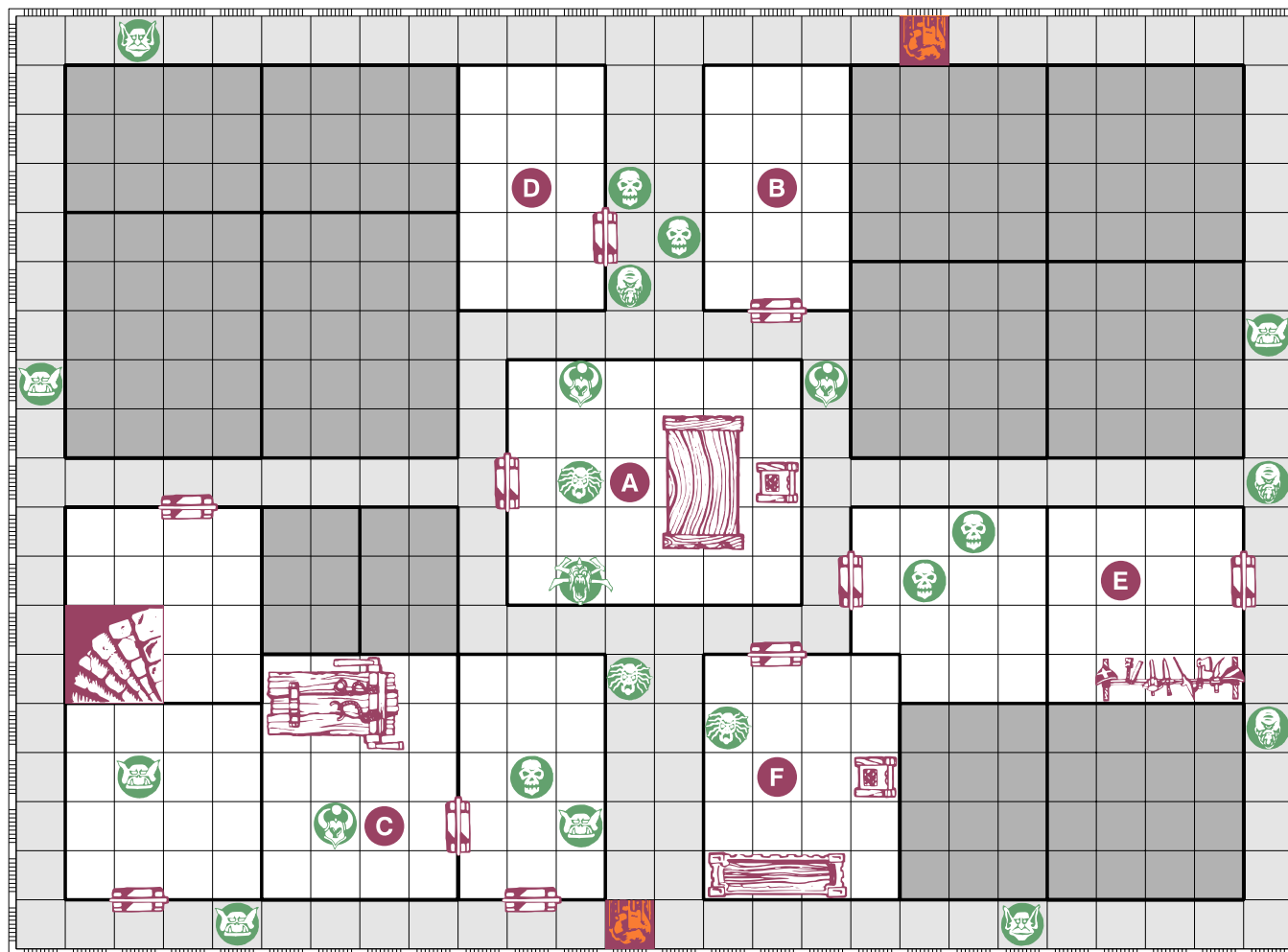
### NOTES:

- A** The chest in this room contains a cursed ring, the Ring of Weakness. The Hero who wears it will lose 1 Attack dice. The ring won't come off, and can only be removed by a wizard in the city, who will charge 200 gold coins for the service.
- B** The weapons rack contains old weapons of no value to the Heroes.
- C** If a Hero searches for traps or secret doors in this room, he will find a fake door hidden in the back of the closet. This door is a magical portal that will take anyone back to the stairway again.
- D** On this shelf there are books that tell stories about Zargon. If the books are examined, the Heroes will find two spell scrolls, one for the Wizard and one for the Elf. Shuffle the spell cards and pick two at random, then tell the Heroes to note it on their character sheets.
- E** On this alchemist's bench there are a handful of scrolls, bonded together with a black ribbon. Together, all of them contain the necessary formula for the casting of the metal, and they must be destroyed.



Wandering Monster in this Quest: Mummy





## Quest 4

# Confronting the General

"In order to free the city from Zargon's control, General Rantler must be found and defeated. Killing the General will make all

monsters flee the city, and the inhabitants will be able to return to their normal lives."

### NOTES:

- A** This large room is the headquarters from which General Rantler commands his minions. Upon entering the room, the Heroes will encounter the general sitting on his throne. He will rise and attack the Heroes, shouting, "Kill all who do not follow Zargon!"

General Rantler:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	5	4	6

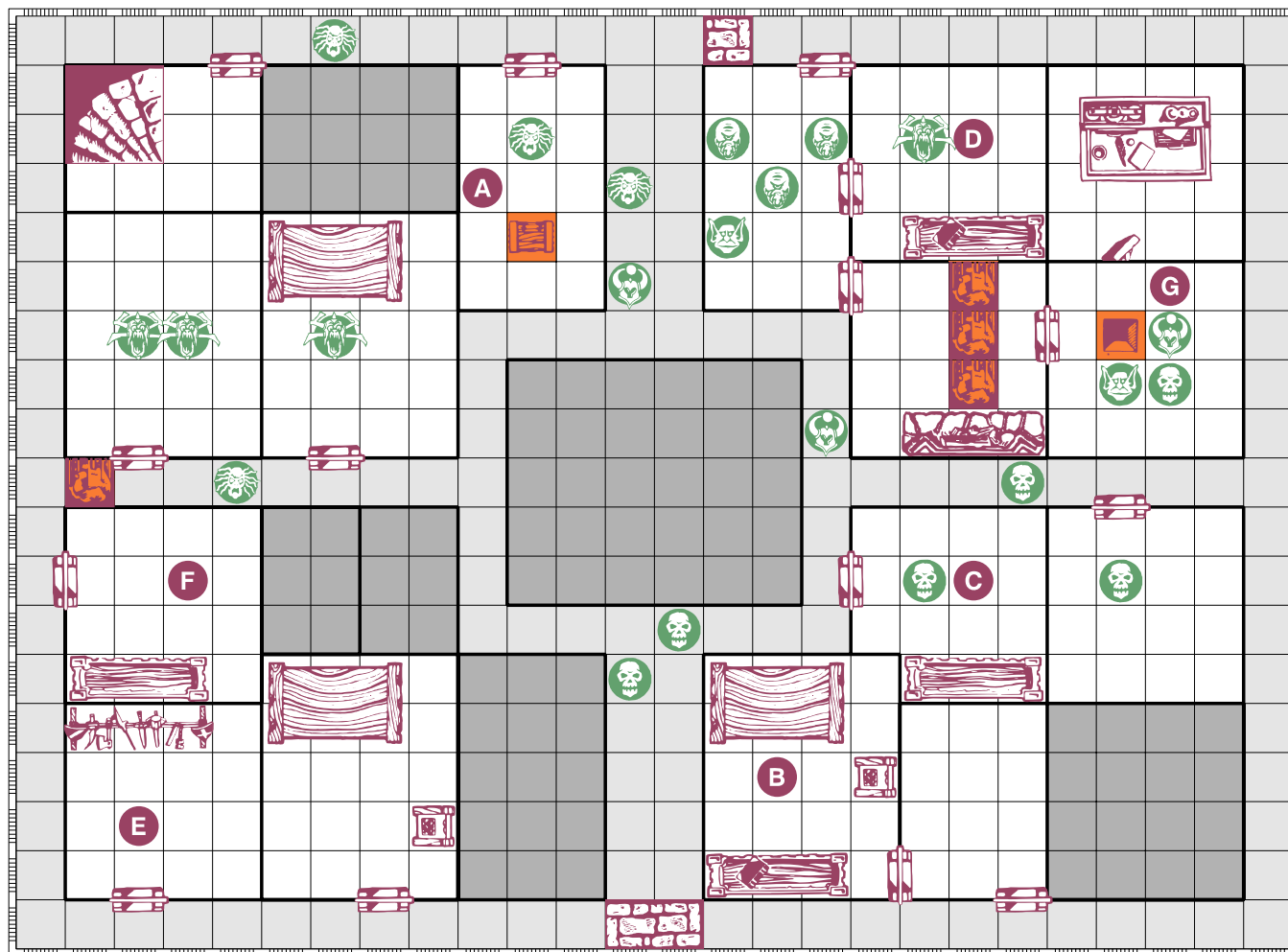
Use the Warlock figure to represent General Rantler.

- B** In this cell, the wives of the inhabitants of the city are being held prisoners. If the Heroes haven't been to room D yet, they will refuse to leave without their children. When the children are released, they will leave.
- C** In this room a Chaos Warrior is torturing one of the villagers.
- D** In this room the children of the village are being held hostage.
- E** On this weapon's rack, some of the weapons used by the General's army stands. All are in perfect condition.
- F** Inside this cupboard is the General's personal clothing. Other than that, it does not contain anything of value.



Wandering Monster in this Quest: Fimir





## Quest 5

# The Secret Laboratory

"This is the final Quest of the adventure. Heroes, you are very close to stop Zagon and his plans, only one thing remains. Find

Grinlam's laboratory and destroy it. When you are done, you can celebrate with the inhabitants of the city!"

### NOTES:

- A** The Hero who searches this chest will be attacked from behind by a wandering monster. The chest is completely empty.
- B** The bookshelf is completely empty. The table is also empty.
- C** The cupboard is full of food for the Orcs, unsuitable for human consumption. Any Hero who tries to eat the food will suffer 1 Body Point damage, except the Dwarf, which has a more resistant immune system.
- D** On this bookshelf there is a cursed book. The Hero who opens this book will lose 1 Attack dice for 10 rounds.
- E** On this weapon's rack, some of the weapons used by the army stands. All are in good condition.
- F** The cupboard contains a trap. The Hero who opens it will be attacked by a wandering monster.
- G** The secret door in this room can only be opened with the golden key found in Quest 2. The secret passage gives access to the laboratory, home to the notorious sorcerer Grinlam.

Grinlam knows the following Chaos Spells: Ball of Flame, Firestorm,

Tempest, Sleep and Summon Orcs.

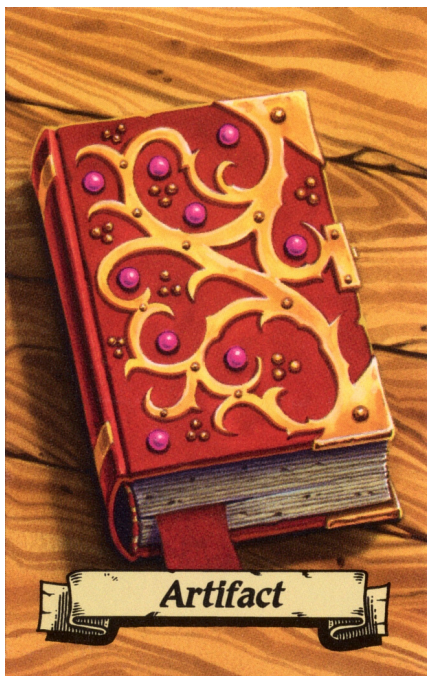
Sorcerer Grinlam:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
9	3	6	4	7

Use the Warlock figure to represent the Mage Grinlam.



Wandering Monster in this Quest: Chaos Warrior





### *Potion of Invisibility*



Turns the Hero invisible for the next 5 turns. If the Hero makes an attack or casts a spell, he becomes visible immediately.